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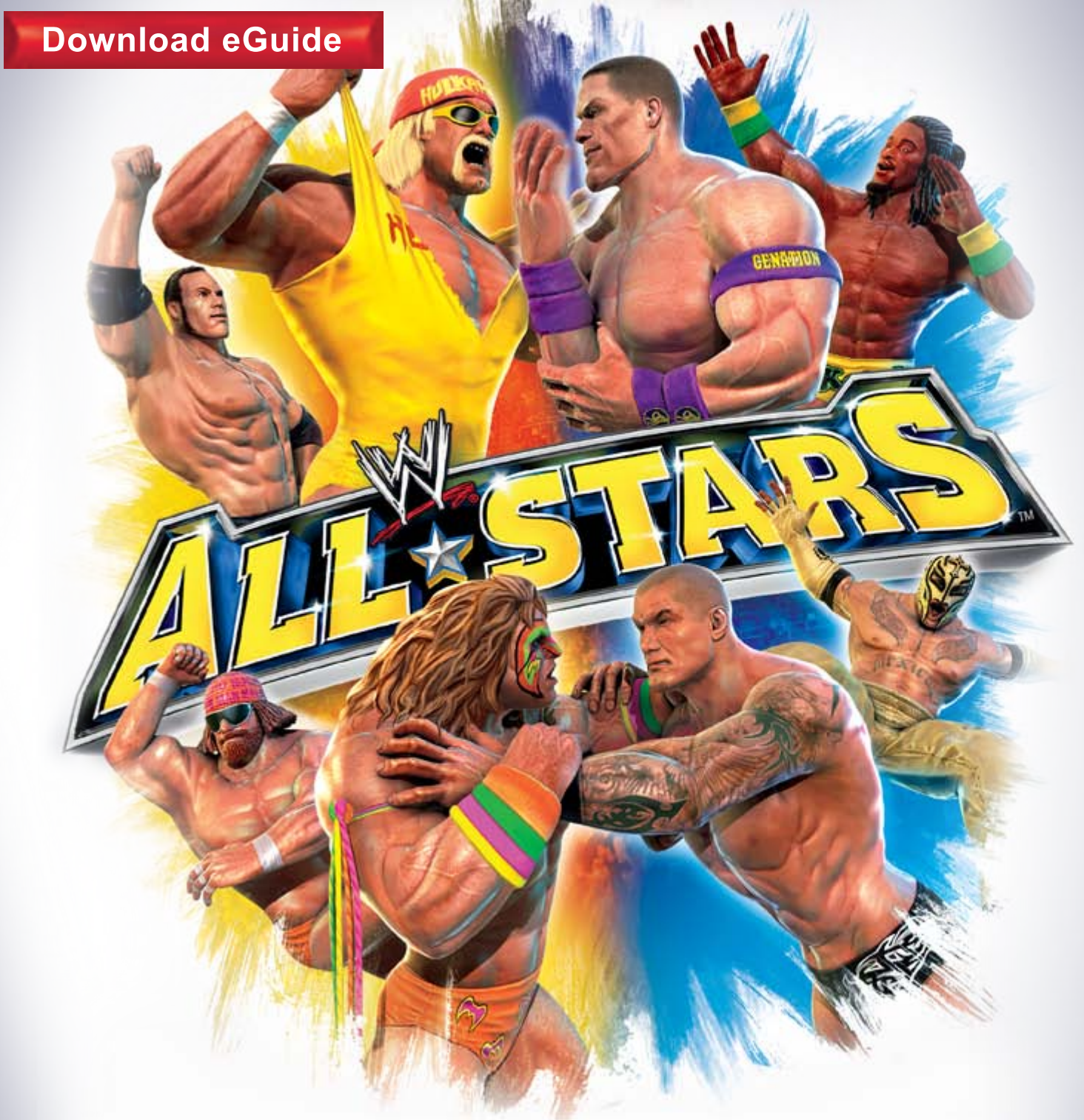

THE OFFICIAL PREVIEW GUIDE

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WHAT'S IN THIS PREVIEW GUIDE

WWE All Stars is a brand new title in the WWE gaming universe, but it's not the first of its kind. What makes WWE All Stars unique is its fast-paced, arcade play style, which is a stark contrast to the simulation play style of the SmackDown vs. RAW series. WWE All Stars pits Superstars against Legends in a variety of gameplay modes that challenge you to test the might of current and former WWE combatants.

The pages in this Preview Guide come directly from the complete official guide to WWE All Stars. It is a brief preview designed to help you play the demo of the game and briefly introduce you to some other aspects of the guide.

Foreword

David Friedland, Senior Designer at THQ San Diego, explains *WWE All Stars* and why they made it

FOREWORD: WHAT IS WWE ALL STARS AND WHY DID WE MAKE IT?

Ultimate Warrior

- Bio
- Pros
- Cons
- Signature Moves
- Finisher Moves
- Chain Combos
- Playing As and Against

Superstars and Legends

There are specific terms and definitions that you must know to understand how to use all of the wrestlers. Please refer back to this section if you see any abbreviations that you don't recognize.

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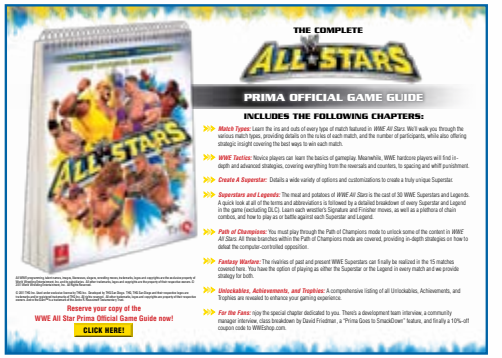
Find out what's included in the complete version of the Prima Official Game Guide for *WWE All Stars*



Rey Mysterio

- Bio
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FOREWORD: WHAT IS WWE ALL STARS AND WHY DID WE MAKE IT?

Spend even a few minutes with *WWE All Stars*, and players will have their answer. This is WWE as one remembers it as a kid and as one may have described it to his or her friends on the playground after watching Hulk Hogan body slam Andre the Giant or seeing Jimmy "Superfly" Snuka dive off the top of the cage. *WWE All Stars* is the fantasy of WWE, where larger-than-life characters perform super heroic feats in the ring and form memories that last a lifetime.

For me, those memories go back to when Hulk Hogan battled the Iron Sheik, Sgt. Slaughter faced off against Pat Patterson and a giant named Andre Roussimoff squared off against Baron von Raschke. I watched Ricky "The Dragon" Steamboat battle "Macho Man" Randy Savage in what many consider one of the best *WrestleMania* matchups of all time. I watched with disbelief as Ultimate Warrior beat Hulk Hogan at the SkyDome during *WrestleMania VI*. I witnessed Stone Cold Steve Austin drop the Stunner on Mr. McMahon, kicking the "Attitude Era" into full gear. I watched as a complete unknown named John Cena dashed to the ring to answer an open challenge and nearly defeat Kurt Angle. Most recently, I saw Sheamus achieve more in a year and a half than many WWE Superstars achieve in their entire careers.

These are the larger-than-life moments that formed the core idea behind *WWE All Stars*, a game that draws from the long and colorful history of WWE. What if the WWE Legends of yesterday could battle the WWE Superstars of today? Who is the greatest warrior? Who is the greatest high flyer? Who is the most charismatic? WWE enthusiasts have been asking these questions for years, and now they can be answered with *WWE All Stars*.

A larger-than-life theme needed larger than life gameplay. Fortunately, the team at THQ San Diego has been making these types of games for many years. *WWE All Stars* Creative Director Sal DiVita has worked on such franchises as *NBA Jam, NFL Blitz, Mortal Kombat* and even *WWE WrestleMania* the arcade game. In addition, many team veterans cut their teeth on action sports titles and are huge WWE and fighting game fans. Making a game like *WWE All Stars* was in our blood.

Taking a franchise known for its realism back to its arcade roots is no easy task. We wanted the fun, "pick up and play," fast-paced action of the old WWE coin-ops but with the depth of a modern fighting game. Could these two opposites exist in the same game? As it turns out, they can.

Before giving a game depth, the team first had to make it intuitive–a game anyone can play with little to no coaching. We have definitely succeeded in that regard. The combat controls and visual interface in *WWE All Stars* are closer to a modern fighting game than most previous WWE games. The main face buttons control weak and strong strikes and grapples. We focused on unique gameplay mechanics rather than base statistics. A health bar, rather than a momentum meter, insures matches are exciting and do not drag on any longer than necessary.

We also took a number of liberties with the match rules in *WWE All Stars*. Falls count everywhere. There are no count outs or rope breaks, and the only way to get disqualified is by bashing the opponent with an illegal object (and even then, one can probably get in a few hits with only a warning). We keep the action fast-paced and chaotic in three- and four-player matches as well. Tornado Tag, where all the competitors are in the ring at once, has replaced standard Tag Team, keeping all four competitors involved in the mayhem at all times. Fatal 4-Way Elimination is especially fun and a favorite around the office. To be the last man standing, the player needs a unique blend of tactics, deception, fast talking and timely betrayal.

Once we established our basics, it was time to layer on the depth, a task made easier by THQ San Diego's combat engine, which features some of the smoothest animations ever seen in a WWE or fighting game. Our animators and designers literally work side by side on the thousands of motion captured moves in the game, allowing us to tweak the data to the level of precision required by fighting game fans while still maintaining the authenticity of the original moves. Through our scripting tools, we were able to link moves together nearly seamlessly, allowing us to build striking and grappling chains a half dozen or more steps long, with multiple branches for players to discover. New players will start chaining combos within minutes, but the depth of the system means even experienced players will be discovering new combos or creating their own for a long time.

A great deal of the depth in our combat system was introduced through the process of building our character classes. Each of our four classes–the Brawler, the Grappler, the Acrobat and the Big Man–adds a unique gameplay experience to *WWE All Stars*. Each has its own strengths and weaknesses while matching up in different ways with the other classes. Two Acrobats leaping around the ring is a completely different experience than an Acrobat trying to use hit and run tactics against a Big Man. By looking at each of the classes individually, one can begin to see what each character class added to the game as a whole.

Through the features we developed while designing our classes, and move sets researched by true WWE enthusiasts that encompass the greatest moves throughout the history of our in-game WWE Legends and WWE Superstars, we have come up with an initial roster of 30 unique characters. Each brings his own play style to the table, is equally capable in the hands of a skilled player and requires different tactics depending on his opponents. Add to this mix over a dozen additional roster members available as downloadable content, and players have an experience certain to have appeal with old and new WWE enthusiasts, inexperienced as well as hardcore fighting game fans and fans of action games in general.

Through this guide, put together by Prima with the help of the *WWE All Stars* design team, players will have access to every secret in the game, from deeply buried combo chains to hidden unlockables. Pick a favorite WWE Legend or WWE Superstar and make a mark on WWE history!

David Friedland, Senior Designer, THQ San Diego

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SUPERSTARS AND LEGENDS

On the surface, many of the Superstars and Legends in *WWE All Stars* may appear to be very similar. However, there are a plethora of strategies unique to each character in the game. This chapter covers every Legend and Superstar in detail, with complete chain combo lists and strategies to play as and against each character.

BASICS

There are specific terms and definitions that you must know to understand everything in the Superstars and Legends section, so pay close attention to the "Basics" and refer back to this section if you see any abbreviations that you don't recognize.

CHAIN COMBOS AND TRUE COMBO SERIES

True combo series **Blockable or reversible combo**

Every Superstar and Legend in *WWE All Stars* has several of chain combos. A chain combo is a preset series of strikes and grabs that chain together to form a combo. In some instances (mainly for the Big Man class), if the opponent blocks the first attack of a chain combo, you cannot continue the combo. In some cases, even if the first few hits of the chain combo connect, an opponent can still block or reverse before the combo comes to an end. Instances in which an opponent cannot block or reverse once a chain combo connects are referred to as "true combo series." This means that as a rule, if one hit of the chain combo connects, the rest of the combo is guaranteed to connect. However, it is important to note that this is only true if you do not delay any of the attacks within the true combo series. A delayed attack could give the opponent enough time to block or reverse the next attack in the combo.

In a normal chain combo you can block or reverse even after the first hit connects.

In a true combo series when the first hit connects, the rest of the combo is guaranteed.

Against skilled players, you should only use chain combos that are considered to be a true combo series, or stop your chain combo before it reaches the point where an opponent can block or use a reversal. It is very common for skilled players to reverse an attack in the middle of a chain combo that isn't a true combo series. The true combo series portions of a chain combo are indicated by this marker: ">". For example, Quick Strike > Strong Strike would be a true combo series. If the Quick Strike hits, the Strong Strike is guaranteed to connect, as long as you do not delay the attack. Chain combos that are not a true combo series are indicated by this marker: "(>)". For example, Strong Strike (>) Quick Grab would not be a true combo series. If the Strong Strike connects, the opponent can still interrupt or reverse the Quick Grab.

TIP **Once a chain combo is started, it is no longer necessary to press a specific direction. For example, if the chain combo is Toward + Quick Strike > Quick Strike > Quick Grab, after you input Toward + Quick Strike, you no longer need to hold Toward.**

GRAB CHAIN COMBOS

True combo series grab chain combo **Reversible grab chain combo**

Grab chain combos are very similar to normal (strike) chain combos, except that they usually start with a weak or strong lockup. The most notable difference between a normal chain combo and a grab chain combo is that most grab chain combos require strict timing to complete. Strict timing is represented by this marker: ">>", or this marker: "(>>)". The type of marker used depends on whether or not a true combo series is present (just like a normal chain combo).

To perform grab chain combos that require strict timing, you must press the appropriate attack command just as you're hitting the opponent, or as the opponent hits the ground, depending on the grab. For example, for grabs in which your character hits the opponent, the next command should be input just as the last hit occurs. For grabs in which your character slams the opponent to the ground, the next command should be input just as the opponent makes contact with the ground. There are a few instances in which normal chain combos require strict timing, but this is rare.

RECOMMENDED CHAIN COMBOS

Each Superstar and Legend has a plethora of chain combos to choose from. However, not every chain combo works well in the ring. The Recommended Chain Combos section under each Superstar and Legend covers the best chain combos for that character, along with an explanation about why those chain combos are superior to the others. Every situation is different, and in some cases or in certain match types, there may be better chain combos. As a general rule, the combos listed in this section are the best of the bunch.

CLASSES

Instead of specific stats or attributes that separate each Legend and Superstar, *WWE All Stars* uses a class system. Each character in the game belongs to one of four classes: Acrobat, Big Man, Brawler, or Grappler. Each class has a general set of advantages and disadvantages compared to the other classes. There are some exceptions to these depending on the specific Legend or Superstar within the class, but at the very least, the class of a character provides an overview of how he should be played.

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Character	Class
Andre the Giant	Big Man
Big Show	Big Man
Bret "Hit Man" Hart	Grappler
CM Punk	Brawler
Drew McIntyre	Brawler
Eddie Guerrero	Acrobat
Edge	Grappler
Hulk Hogan	Brawler
Jack Swagger	Grappler
Jake "The Snake" Roberts	Grappler
Jimmy "Superfly" Snuka	Acrobat
John Cena	Brawler
John Morrison	Acrobat
Kane	Big Man
Kofi Kingston	Acrobat
The Miz	Grappler
Mr. Perfect	Grappler
Randy Orton	Brawler
"Macho Man" Randy Savage	Acrobat
Rey Mysterio	Acrobat
Ricky "The Dragon" Steamboat	Acrobat
The Rock	Brawler
"Rowdy" Roddy Piper	Brawler
Shawn Michaels	Acrobat
Sgt. Slaughter	Brawler
Sheamus	Brawler
Stone Cold Steve Austin	Brawler
Triple H	Grappler
Undertaker	Brawler
Ultimate Warrior	Brawler

ACROBAT

PROS

- Aerial jumping attacks and attacks from the top of the turnbuckle inflict more damage.
- Attacks from the top of the turnbuckle have longer range and are more difficult to evade.
- Movement speed is 20–30 percent faster than the average Brawler or Grappler.

CONS

- Normal strikes and grabs (that are not aerial attacks) inflict less damage.

ABILITIES

Rope Spring Aerial Attack: Acrobat characters can run toward the ropes and press an attack button to flip off the ropes into an aerial attack.

Quick Turnbuckle Mount: Press any attack button while running toward an opponent to flip off his chest and land on the top of the turnbuckle. If you're not close enough to the turnbuckle, the Acrobat simply flips backward.

BIG MAN

PROS

- In general, attacks inflict more damage.
- More chain combos and individual attacks lead to a juggle state.
- While blocking, Big Man characters can execute a quick push to knock an opponent back.
- All strike attacks place the opponent in a knockback state and have a longer range.
- Quick and Strong Strike attacks from other classes cannot knock down a character of the Big Man class.

CONS

- Movement speed is 20–30 percent slower than the average Brawleror Grappler.
- Climbing the turnbuckle is slower.
- Attacks from the top of the turnbuckle have limited range and variety.
- Cannot perform aerial attacks to the outside of the ring.

ABILITIES

Auto-Stored Charge Strike: When executing a Charge Strike, it is always stored in a similar fashion to a Finisher. When the attack is executed, the opponent is unable to block it.

Charge Grab: Superstars and Legends of the Big Man class have the ability to execute a Charged Grab, which slams opponents into the turnbuckle in a slumped state.

BRAWLER

PROS

- More chain combos and extended chain combos.
- Strikes have extended range and execute faster.
- Less recovery on strikes, making them more difficult to whiff punish.
- Quick Strikes and Strong Strikes inflict more damage.

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CONS

- Quick Grabs and Strong Grabs inflict less damage.

ABILITIES

Charge Strike: Execute a charged Strong Strike that becomes unblockable and generally places the opponent in a juggle or knockdown state.

GRAPPLER

PROS

- Ability to pin during a multitude of attacks and situations.
- Quick and Strong Grabs execute faster.
- Quick and Strong Grabs inflict more damage.

CONS

- Limited strike chain combos.

ABILITIES

Grab Chain Combos: Perform a chain combo that starts with a Quick or Strong Grab and continues into a series of grabs, similar to a strike chain combo.

Charge Grab: Superstars and Legends of the Grappler class have the ability to execute a Charged Grab, which initiates a lockup or submission hold.

REVERSAL TYPE

Standard reversal.

Superior reversal.

There are two types of strike reversals in *WWE All Stars*: standard and superior. A vast majority of the Superstars and Legends have access only to the standard reversal. Almost all standard reversals have the ability to be double- and triple-reversed, leading into an endless reversal exchange. However, a superior reversal is not only more difficult to double-reverse, but also it's a high-risk, high-reward maneuver.

When an opponent uses a standard reversal, you have enough time to see a reversal has been performed, then execute a double reversal. Against an opponent with a superior reversal, you must react much faster to successfully perform a double reversal. In many cases, you have to anticipate a reversal to have time to execute a double reversal.

In addition, if a superior reversal connects, the opponent is stunned temporarily. Depending on the character, this can lead to guaranteed follow-ups under most circumstances, but at the very least it shifts the momentum of the match. If a superior reversal is double reversed, the character who initially performed the reversal is stunned. For example, Sgt. Slaughter has a superior reversal while The Rock does not. If Sgt. Slaughter connects with a superior reversal, The Rock will be stunned, but if The Rock performs a double reversal, Sgt. Slaughter is stunned.

LOCKUP CHARTS

Weak lockup.

Strong lockup.

Rear waistlock.

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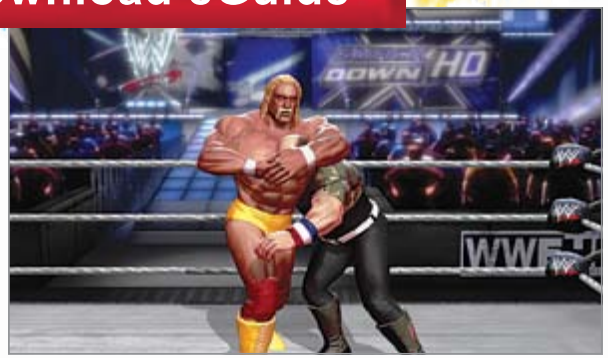

Side headlock.

There are four different lockup variations. A weak lockup leads to a rear waistlock and a strong lockup leads to a side headlock. Pressing any attack button from these four lockups leads to a variety of grab options. Almost all of these grab options lead to a knockdown state, but that doesn't mean you can always follow with another attack while the opponent is grounded.

The lockup charts in each character's section cover what attacks are guaranteed after each lockup attack option. The more damage an opponent has sustained, the more likely that an attack is guaranteed after a knockdown. However, the lockup charts list the attacks that are guaranteed if the lockup is performed when the opponent is at full health. These follow up attacks are always guaranteed unless otherwise stated. Just remember that if no attacks are listed in the chart, a follow-up may still be guaranteed if the opponent has been damaged enough.

PROS AND CONS

The "Pros" and "Cons" sections are designed to give you a very brief overview of a character's primary strengths and weaknesses. If you just need to get through a quick match against the computer or want to experiment with a new Superstar of Legend, you can look at the pros and cons for that character instead of having to read all of the strategies. However, to get a complete understanding of the character, you should read all of the strategies available.

PLAYING AS AND PLAYING AGAINST

The "Playing As" section details how to be successful with each Superstar and Legend. The "Playing Against" section details how to defend against a human opponent playing as the Superstar or Legend. If you want to learn how to win with a specific character, the Playing As section details everything you need to know. However, if you're battling against a specific character and having trouble defeating him, use the Playing Against section to find out exactly how to take him out.

NOTE **The "Playing As" and "Playing Against" sections assume you are playing with the highest level of skill, against another player of the highest level of skill.**

MOVES LIST AND ABBREVIATION CHART

Action	Xbox 360	PlayStation 3	Wii Remote and Nunchuk	Wii Classic Controller	GameCube Controller	Notes
Toward	Left Analog Stick	Left Analog Stick	Analog Stick	Left Analog Stick	Analog Stick	Move Left Analog Stick toward the opponent.
Away	Left Analog Stick	Left Analog Stick	Analog Stick	Left Analog Stick	Analog Stick	Move Left Analog Stick away from the opponent.
Walk	Left Analog Stick	Left Analog Stick	Analog Stick	Left Analog Stick	Analog Stick	N/A
Headlock Walk	Left Analog Stick	Left Analog Stick	Analog Stick	Left Analog Stick	Analog Stick	With opponent in side headlock.
Run	Hold RT + Left Analog Stick	Hold R2 + Left Analog Stick	Analog Stick + Hold +	Hold ZR + Left Analog Stick	Hold R + Analog Stick	N/A
Rope Run	Hold RT + Left Analog Stick	Hold R2 + Left Analog Stick	Analog Stick + Hold +	Hold ZR + Left Analog Stick	Hold R + Analog Stick	Bounce off the ropes.
Turnbuckle Run	Hold RT + Left Analog Stick	Hold R2 + Left Analog Stick	Analog Stick + Hold +	Hold ZR + Left Analog Stick	Hold R + Analog Stick	Climb the turnbuckle.
Dash	Toward, Toward	Toward, Toward	Toward, Toward	Toward, Toward	Toward, Toward	N/A
Quick Strike	X	■	A	Y	A	N/A
Away+ Quick Strike	Away + X	Away + ■	Away + A	Away + Y	Away + A	N/A
Toward+Quick Strike	Toward + X	Toward + ■	Toward + A	Toward + Y	Toward + A	N/A

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Action	Xbox 360	PlayStation 3	Wii Remote and Nunchuk	Wii Classic Controller	GameCube Controller	Notes
Running Quick Strike	Hold RT + X	Hold R2 + ■	Analog Stick + Hold + A	Hold ZR + Y	Hold R + A	N/A
Strong Strike	Y	▲	Z + A	X	X	N/A
Running Strong Strike	Hold RT + Y	Hold R2 + ▲	Analog Stick + + Z + A	Hold ZR + X	Hold R + X	N/A
Charge Strike	Away + Hold Y	Away + Hold ▲	Away + Hold Z + A	Away + Hold X	Away + Hold X	Brawler and Big Man classes.
Quick Grab	A	✕	B	B	B	N/A
Weak Lockup	A	✕	B	B	B	N/A
Rear Waistlock	Right Analog Stick	Right Analog Stick	or	Right Analog Stick	C-Stick	During weak lockup.
Instant Rear Waistlock	Away + A	Away + ✕	Away + B	Away + B	Away + B	Grappler class.
Running Quick Grab	Hold RT + A	Hold R2 + ✕	Analog Stick + Hold + B	Hold ZR + B	Hold R + B	N/A
Strong Grab	B	●	Z + B	A	Y	N/A
Running Strong Grab	Hold RT + B	Hold R2 + ●	Analog Stick + Hold + Z + B	Hold ZR + A	Hold R + Y	N/A
Charge Grab	Away + Hold B	Away + Hold ●	Away + Hold Z + B	Away + Hold A	Away + Hold Y	Grappler and Big Man classes.
Change Hold	Right Analog Stick	Right Analog Stick	or	Right Analog Stick	C-Stick	During weak lockup, strong lockup, rear waistlock or side headlock.
Hold Attack	A or B or X or Y	✕ or ▲ or ● or ■	A or Z + A or B or Z + B	Y or X or B or A	A or X or B or Y	During weak lockup, strong lockup, rear waistlock or side headlock.
Strike Counter	RB	R1	C + A	L	Digital Pad Up or Digital Pad Left	Timed when an opponent attacks with a strike.
Grab Counter	LB	L1	C + B	R	Z	Timed when an opponent attacks with a grab.
Aerial Counter	RB or LB	R1 or L1	C + A or C + B	L or R	L + R	Timed when an opponent attacks with an aerial strike or grab.
Running Counter	Hold RT + RB or LB	Hold R2 + R1 or L1	Analog Stick + + C + A or + C + B	Hold ZR + L + R		Timed when an opponent attacks with a strike or grab in order to dodge the attack.
Reversal	RB or LB	R1 or L1	C + A or C + B	L or R	L + R	Timed when the reversal icon appears near your character's health meter.

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Action	Xbox 360	PlayStation 3	Wii Remote and Nunchuk	Wii Classic Controller	GameCube Controller	Notes
Reversal Blocker	RB or LB	R1 or L1	C + A or C + B		L + R	Timed when the reversal icon appears near your opponent's health meter.
Pin	LT	L2	Swing Wii Remote	ZL	L	When an opponent is on the ground.
Cancel Pin	LT + RT	L2 + R2	Swing Wii Remote +	ZL + ZR	L + R	While pinning an opponent.
Kick out of Pin	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	While being pinned.
Increase Pin Difficulty	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	While pinning an opponent.
Escape Submission Hold	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	While in a submission hold.
Increase Submisson Hold Difficulty	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	While an opponent is in a submission hold.
Finisher	Hold RB + LB	Hold R1 + L1	Hold −	Hold ZL + ZR	Hold L + R	When Finisher Meter is full.
Store Finisher	RB + LB	R1 + L1	−	ZL + ZR	L + R	When Finisher Meter is full.
Execute Stored Finisher	RB + LB	R1 + L1	−	ZL + ZR	L + R	After storing a Finisher.
Event Horizon Finisher	Hold RB + LB	Hold R1 + L1	Hold −	Hold ZL + ZR	Hold L + R	Near opponent, when Finisher Meter is full and opponent is stunned.
Taunt	Digital Pad	Digital Pad		Digital Pad	Digital Pad Down or Digital Pad Right	Press the dpad in any direction.
Climb Turnbuckle	LT	L2	Swing Wii Remote	ZL	L	Near a turnbuckle.
Climb Down	LT	L2	Swing Wii Remote	ZL	L	While on turnbuckle.
Turn Around	Left Analog Stick	Left Analog Stick	Analog Stick	Left Analog Stick	Analog Stick	While on turnbuckle.
Turnbuckle Aerial Attack	A or B or X or Y	× or ▲ or ● or ■	A + Z + A + B or Z + B	Y or X or B or A	A or X or B or Y	While on turnbuckle.
Turnbuckle Strike	X or Y	■ or ▲	A or Z + A	Y or X	A or X	Near opponent, while opponent is on turnbuckle.
Turnbuckle Grab	A or B	× or ●	B or Z + B	B or A	B or Y	Near opponent, while opponent is on turnbuckle.
Turnbuckle Running Attack	Hold RT + A or B or X or Y	Hold R2 + × or ▲ or ● or ■	Analog Stick + Hold + A or Hold + Z + A or Hold + B or Hold + Z + B	Hold ZR + Y or X or B or A	Hold R + A or X or B or Y	Near opponent, while opponent is on turnbuckle.

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Action	Xbox 360	PlayStation 3	Wii Remote and Nunchuk	Wii Classic Controller	GameCube Controller	Notes
Exit Ring	LT	L2	Swing Wii Remote	ZL	L	Near the ropes.
Running Ring Exit	LT + Hold RT	▲ + Hold R2	Swing Wii Remote + Analog Stick + Hold ✚	ZL + Hold ZR	L + Hold R	Approaching the ropes.
Diving Attack Outside of Ring	Hold RT + A or B or X or Y	Hold R2 + ✕ or ▲ or ● or ■	Analog Stick + Hold ✚ + A or Hold ✚ + Z + A or Hold ✚ + B or Hold ✚ + Z + B	Hold ZR + Y or X or B or A	Hold R + A or X or B or Y	Near ropes, when opponent is outside of the ring.
Enter Ring	LT	L2	Swing Wii Remote	ZL	L	Near the ropes, while outside of the ring.
Running Ring Enter	LT + Hold RT	▲ + Hold R2	Swing Wii Remote + Analog Stick + Hold ✚	ZL + Hold ZR	L + Hold R	Approaching the ropes, while outside of the ring.
Object Run Dash	RT	R2	Analog Stick + ✚	ZR	R	While holding an object.
Pick up Object	LT	▲	Swing Wii Remote	ZL	L	Standing near an object.
Search for Object	Away + LT	Away + ▲	Away + Swing Wii Remote	Away + ZL	Away + L	Outside of the ring, near the center of the apron, on any side.
Drop Object	LT or A or B	▲ or ✕ or ●	Swing Wii Remote or B or Z + B	ZL or B or A	L or B or Y	While holding an object.
Object Counter	RB + LB	R1 + L1	−	ZL + ZR	L + R	Timed when an opponent attacks with an object.
Object Struggle	A or B	✕ or ●	B or Z + B	B or A	B or Y	When an opponent has an object.
Take or Keep Object	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	Mash Any Button	During and object struggle.
Object Quick Strike	X or A	■ or ✕	A or B	Y or B	A or B	While holding an object.
Running Object Quick Strike	Hold RT + X or A	Hold R2 + ■ or ✕	Analog Stick + Hold ✚ + A or B	Hold ZR + Y or B	Hold R + A or B	While holding an object.
Object Strong Strike	Y or B	▲ or ●	Z + A or Z + B	X or A	X or Y	While holding an object.
Running Object Strong Strike	Hold RT + Y or B	Hold R2 + ▲ or ●	Analog Stick + Hold ✚ + Z + A or Z + B	Hold ZR + X or A	Hold R + X or Y	While holding an object.
Quick Irish Whip	RT	R2	Analog Stick + ✚	ZR	R	During weak lockup or rear waistlock.
Strong Irish Whip Over Ropes	RT	R2	Analog Stick + ✚	ZR	R	During strong lockup.

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Action	Xbox 360	PlayStation 3	Wii Remote and Nunchuk	Wii Classic Controller	GameCube Controller	Notes
Strong Irish Whip Into Ring	RT	R2	Analog Stick + ✚	ZR	R	Outside of ring, during strong lockup.
Irish Whip Quick Strike	X	■	A	Y	A	During Irish Whip.
Irish Whip Strong Strike	Y	▲	Z + A	X	X	During Irish Whip.
Irish Whip Quick Grab	A	✕	B	B	B	During Irish Whip.
Irish Whip Strong Grab	B	●	Z + B	A	Y	During Irish Whip.
Irish Whip Combo	RB or LB	R1 or L1	−	ZL + ZR	L + R	When opponent rebounds off ropes during Irish Whip.
Tree of Woe	B	●	Z + B	A	Y	While opponent is in a slumped state.
Switch Target	Right Analog Stick	Right Analog Stick	1	Right Analog Stick	C-Stick	During a match with three or more participants.

ABBREVIATION CHART

Abbreviation	Definition
>	True Combo Series
>>	The next attack requires strict timing.
(>) or (>>)	The next attack can be blocked, reversed, or countered.
+	Press multiple buttons at the same time.
Any	You can follow with any attack when the opponent hits the ground.
Barrier	You must be close to the ropes or some other barrier to guarantee any follow-up attacks.
Chain	This leads to a grab chain combo.
None	No follow-up attacks are guaranteed.
BO-S	Places the opponent in a bend over state.
JUG	Places the opponent in a juggle state.
KB	Places the opponent in a knockback state.

Abbreviation	Definition
KND	Places the opponent in a knockdown state.
KND-HK	Places the opponent in a knockdown-kneeling, hands and knees state.
KND-K	Places the opponent in a knockdown-kneeling state.
KND-S	Places the opponent in a knockdown-sitting state.
SLM	Places the opponent in a slumped state.
STN or Stun	Places the opponent in a generic stun.
SUB	Places the opponent in a submission hold.
R-LK	Places the opponent in a rear waistlock.
S-LK	Places the opponent in a strong lockup.
SH-LK	Places the opponent in a side headlock.
W-LK	Places the opponent in a weak lockup.
PIN	Pin attempt.

NOTE A generic stun is similar to a knockback state. A bend over state is similar to a knockdown-kneeling state.

If an attack knocks an opponent down, but the opponent stands up before you can perform any additional attacks, this is not considered a knockdown state.

All stuns listed in the chain combos section are based on the opponent having a full health meter and standing in an open area. If an opponent is close to a barrier, the type of stun may change. In addition, the amount of damage inflicted on an opponent may cause a different type of stun.

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REY MYSTERIO

BIO

Height: 5'6"

Weight: 175 lbs.

From: San Diego, California

Career Highlights: World Heavyweight Championship; Intercontinental Champion; Cruiserweight Champion; WWE Tag Team Champion; WCW Tag Team Champion; WCW Cruiserweight Tag Team Champion; Royal Rumble winner (2006).

TECHNICAL

Class: Acrobat

Counter: Normal

PROS

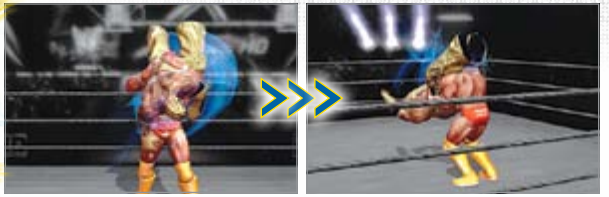
- Can attack inside the ring from outside of the ring.
- Long-range Away + Quick Strike.
- Quick taunt.
- Good turnbuckle attacks.
- Rope spring attack cycle.
- Pin attempt from weak lockup

CONS

- Weak damage output.
- Limited true combo series chains.

SIGNATURE MOVES

MYSTERIO RANA



Notation: Quick Strike + Quick Grab

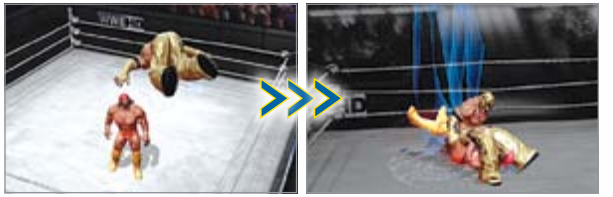
ANGEL SPLASH MISS

Notation: Quick Strike + Quick Grab (from the top of the turnbuckle)

WHEEL BARROW BULLDOG

Notation: Strong Strike + Strong Grab

SEATED SENTON



Notation: Strong Strike + Strong Grab (from the top of the turnbuckle)

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CHAIN COMBOS

Quick Strike

Quick Strike

Quick Strike

Strong Strike

Strong Strike (KB)

Quick Grab (W-LK)

Quick Grab (KND)

Strong Grab (S-LK)

Strong Grab (KND)

LEGEND

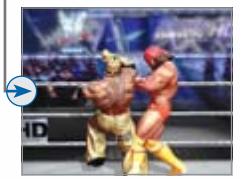
- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

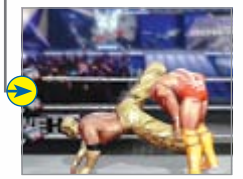
Away + Quick Strike

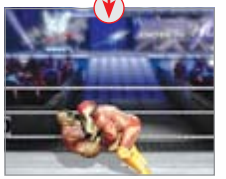
Quick Strike

Quick Strike

Quick Grab


Strong Strike (KB)


Strong Strike (KND)


Quick Strike or Strong Strike or Quick Grab or Strong Grab

Quick Grab (W-LK)

Quick Grab

Strong Grab (S-LK)

Strong Grab (KND)

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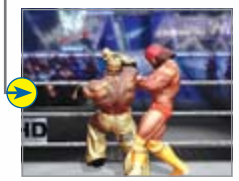
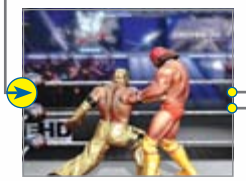
Toward + Quick Strike

Quick Strike

Quick Strike

Strong Strike (KND)


Strong Strike (KB)


Strong Strike (KB)

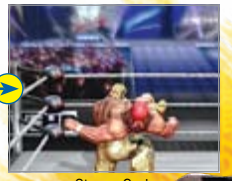
Quick Strike (KND) or Strong Strike (KND)

Quick Grab (W-LK)

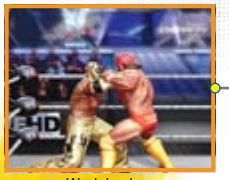
Quick Grab (KND)

Quick Grab (KND) or Strong Grab (KND)

Strong Grab (S-LK)


Strong Grab

GRAB CHAIN COMBOS


Weak Lockup

Quick Grab (KB)

Quick Strike (KND)

Strong Strike (KND)

Quick Grab (KND)

Strong Grab (KND)

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	None
Quick Grab	Chain, Quick Grab, Strong Grab
Strong Grab	None

NOTE You can follow the grab chain combo with a grounded Quick Grab after the Strong Strike attack, and a Quick Grab or Strong Grab after the Quick Grab attack.

LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

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STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	Any
Strong Strike	None
Quick Grab	Quick Grab, Strong Grab
Strong Grab	None

REAR WAISTLOCK CHART

Command	Follow Up Options
Quick Strike	Quick Strike, Quick Grab, Strong Grab
Strong Strike	None
Quick Grab	Barrier, Quick Grab
Strong Grab	None

NOTE There are no follow-up options that are guaranteed to connect after any side headlock attack.

RECOMMENDED CHAIN COMBOS

Away + Quick Strike

Strong Strike (KB)

Rey Mysterio is not a Superstar who relies on his chain combos. His only true combo series chain doesn't have a significant purpose, but it starts with Rey's best long-range non-turnbuckle attack, and it leaves the opponent in a knockback state. The knockback stun doesn't last very long and doesn't allow Rey to follow with any guaranteed attacks, but it does force the opponent into a guessing game. Mysterio can follow the knockback with another Away + Quick Strike or a grab.

PLAYING AS REY MYSTERIO

The acrobat of Acrobats makes his grand entrance in *WWE All Stars*. His chain combos are fairly limited, but if you focus on Rey Mysterio's turnbuckle attacks in conjunction with the standard Acrobat class rope spring cycle, you won't miss his chain combos.

You only need two things to get your offense going when playing as Rey Mysterio. You need a little bit of Energy Meter and a knockdown. Use Rey's long-range Away + Quick Strike to chip away at the opponent and build your Energy Meter. It only takes one hit to get enough Energy Meter to start the rope spring attack cycle. You can also use Away + Quick Strike to enter a weak lockup, which can lead to a knockdown and give Mysterio time to head to the top of the turnbuckle.

To initiate the rope spring cycle after a knockdown, head to the ropes and use a Running Quick Strike or Running Strong Strike as Mysterio approaches the ropes. Both attacks are very difficult to counter and cannot be blocked. The Quick Strike leads to another knockdown, while the Strong Strike knocks the opponent into a juggle state or completely out of the ring (depending on the opponent's position). Following the juggle state, you can use a Quick Grab, a Quick Strike > Quick Strike > Quick Grab combo, or just go for another rope spring attack. There are several factors that determine how much damage you can inflict during the juggle state (position of the opponent, where the attack is initiated, etc.). In some cases you may not be able to follow up at all. If this happens, just head back to the ropes to repeat the process. You want to time Mysterio's rope spring attacks so that he hits the opponent just as the opponent is standing up.

The turnbuckle attacks are a little harder to sync, but have a bigger payoff. From the top of the turnbuckle, use Strong Strike or Strong Grab. Neither attack can be blocked or countered and both lead to a slumped state in almost every case (the position of the opponent may send him flying out of the ring instead). Both attacks cover almost the entire length of the ring and are very difficult to avoid. Follow a rope spring attack with a turnbuckle attack, pummel the opponent while he's in a slumped state, then perform another rope spring attack. This cycle of attacks maximizes Mysterio's damage while keeping the opponent almost completely helpless. When the opponent is low on health, a weak lock leads directly into a pin attempt. Use Away + Quick Strike or a Quick Grab to enter a weak lockup and seal the match.

PLAYING AGAINST REY MYSTERIO

The best way to defend against Rey Mysterio is to keep him away from the ropes and the top of the turnbuckle. If you can do this, you have effectively destroyed his entire offense. You can block at multiple points throughout Rey Mysterio's chain combos, but even if you get hit, the damage inflicted is minimal. The only ways Mysterio can rack up the damage is via his turnbuckle attacks or his rope spring cycle.

Try to keep the battle near the center of the ring, away from the ropes and the corners. If Mysterio gets a knockdown, he will attempt to head to the ropes or the top of the turnbuckle. If this happens, you need as much time as you can get to move to the opposite corner or get out of the ring. Mysterio's turnbuckle attacks reach almost the entire length of the ring, so if you're not in the opposite corner or outside of the ring, chances are you're going to take a hit.

If Mysterio gets off an attack, try to use a running attack as quickly as possible. Your objective is not to hit Mysterio, but to get yourself into an attack to potentially avoid anything Mysterio can do. This is a last attempt to avoid Mysterio's cycle of attacks, but with proper timing it works.

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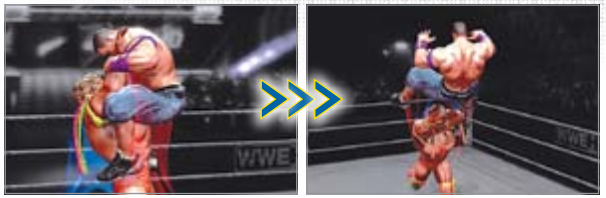
ULTIMATE WARRIOR

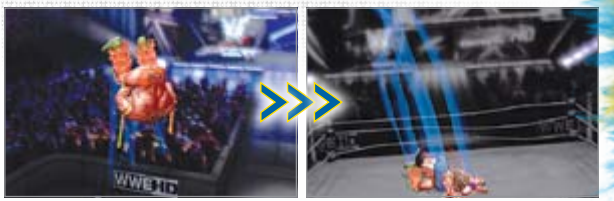
SIGNATURE MOVES

CHOKE LIFT TOSS



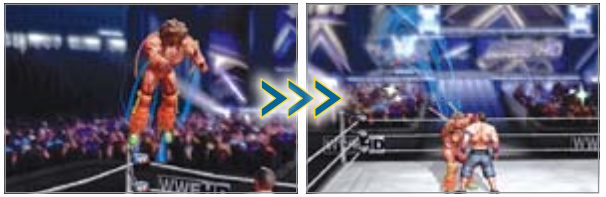
Notation: Quick Strike + Quick Grab or Strong Strike + Strong Grab

450 SPLASH



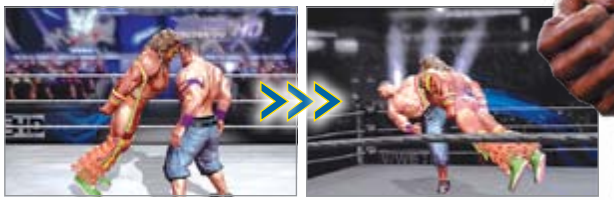
Notation: Strong Strike + Strong Grab (from the top of the turnbuckle)

360 FLIP DOUBLE AXE HANDLE



Notation: Quick Strike + Quick Grab (from the top of the turnbuckle)

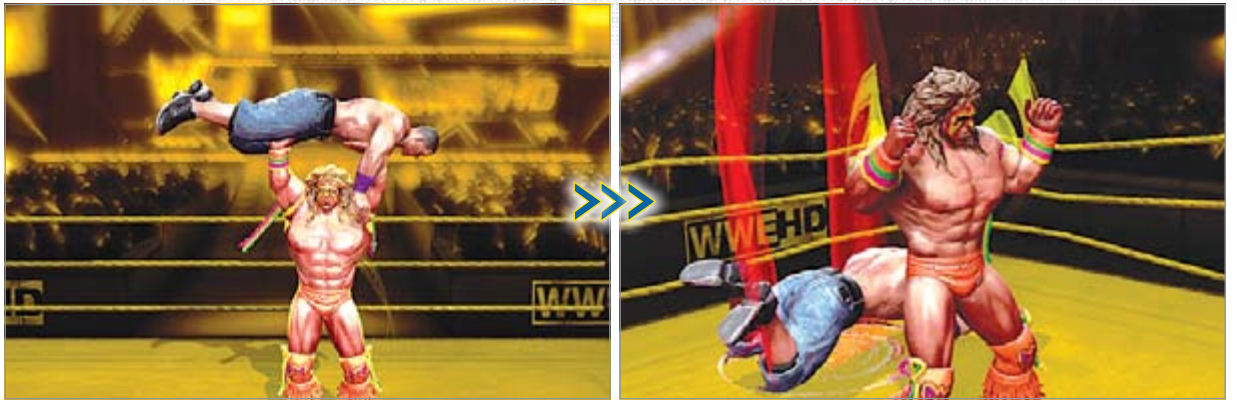
FLYING SHOULDER BLOCK



Notation: Running + Quick Strike + Quick Grab or Running + Strong Strike + Strong Grab

FINISHER

GORILLA PRESS SLAM



BIO

Height: 6'2

Weight: 280 lbs.

From: Parts Unknown

Career Highlights: WWE Champion; Intercontinental Champion.

TECHNICAL

Class: Brawler

Counter: Normal

PROS

- Can complete some of his chains when blocked.

CONS

- Charge Strike does not juggle and has limited range.
- Chain combos aren't very effective.
- Very little offensive ability.

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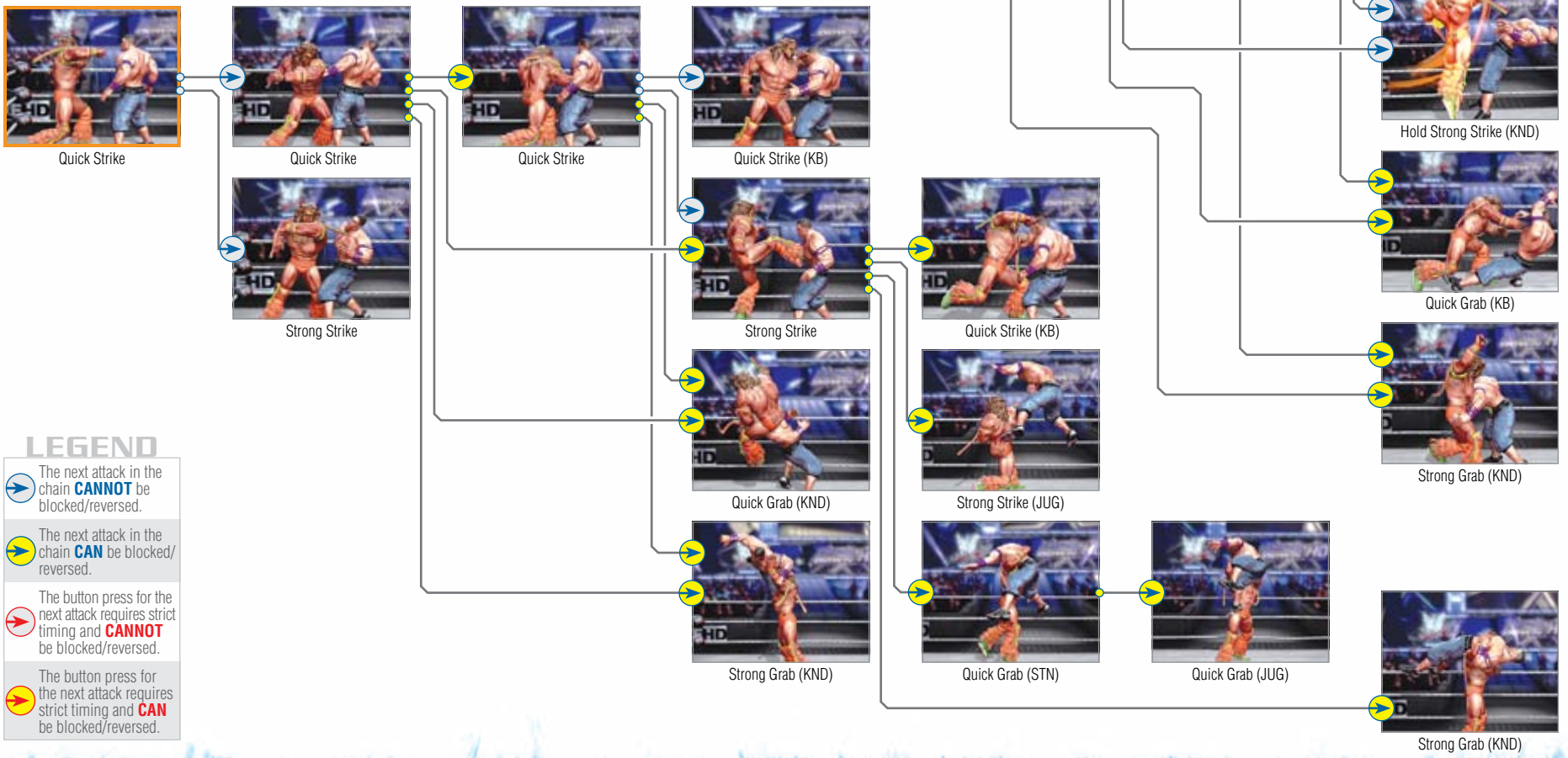
CHAIN COMBOS

NOTE Ultimate Warrior's chain combos that end with a Charge Strike (hold Strong Strike) are not normal true combo series chains. While the Charge Strike cannot be blocked, countered, or reversed, it is not guaranteed to connect. An opponent has time to interrupt or move to avoid the Charge Strike.



LEGEND

- The next attack in the chain **CANNOT** be blocked/reversed.
- The next attack in the chain **CAN** be blocked/reversed.
- The button press for the next attack requires strict timing and **CANNOT** be blocked/reversed.
- The button press for the next attack requires strict timing and **CAN** be blocked/reversed.

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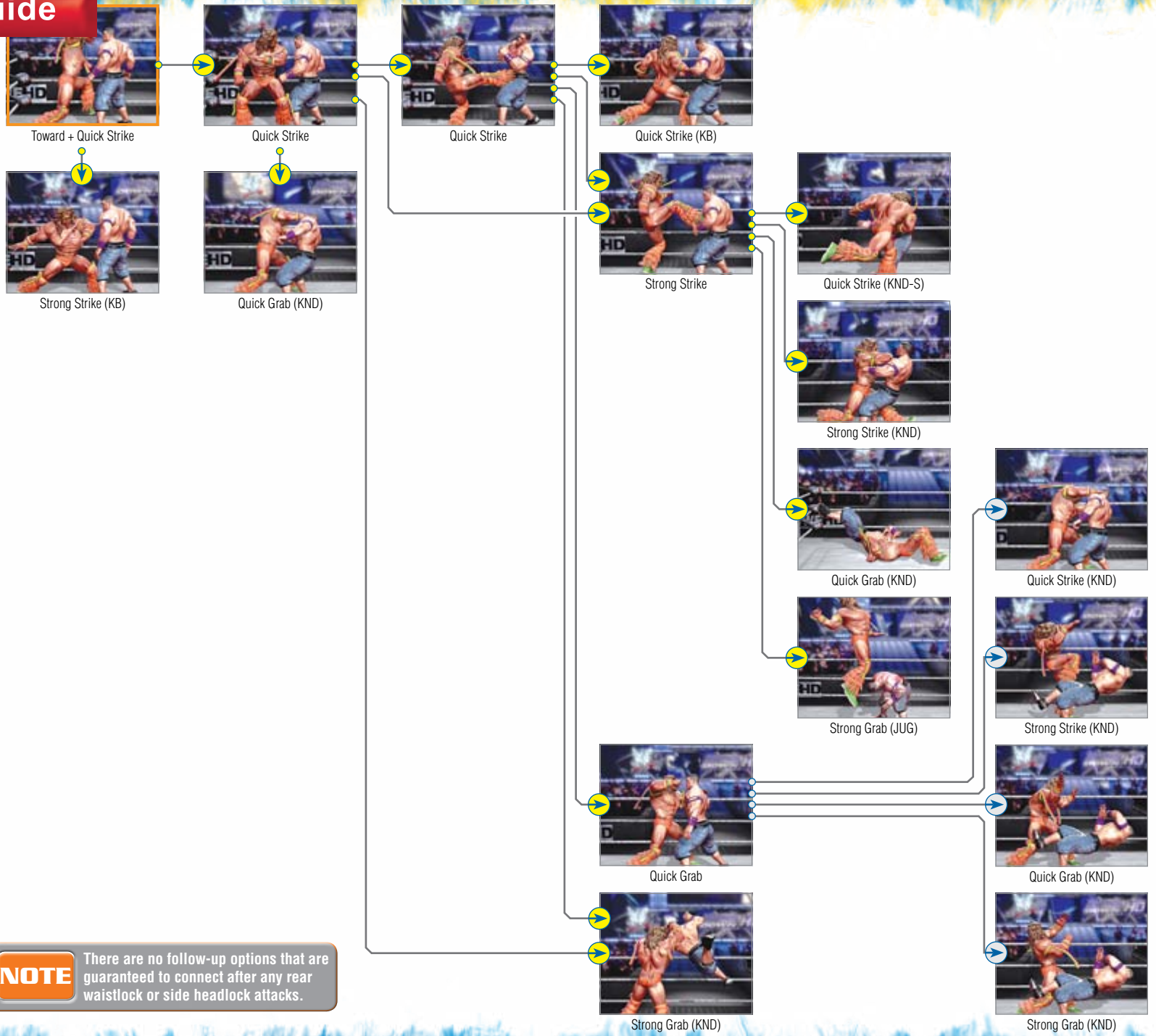

WEAK LOCKUP CHART

Command	Follow Up Options
Quick Strike	SUB
Strong Strike	None
Quick Grab	Quick Grab, Strong Grab
Strong Grab	None

STRONG LOCKUP CHART

Command	Follow Up Options
Quick Strike	None
Strong Strike	None
Quick Grab	Any
Strong Grab	Quick Strike, Quick Grab, Strong Grab

NOTE There are no follow-up options that are guaranteed to connect after any rear waistlock or side headlock attacks.

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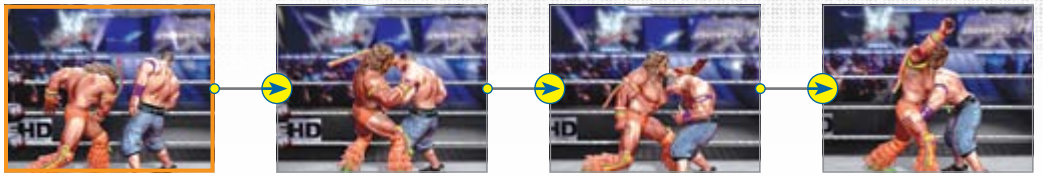
RECOMMENDED CHAIN COMBOS



Away + Quick Strike → Quick Strike → Quick Strike → Strong Grab (KND)

The Ultimate Warrior does not have many useful chain combos, but this one can only be countered at the first and last attack. As long as an opponent doesn't counter the first attack, Ultimate Warrior is safe to continue the rest of the combo until the grab at the very end. The grab can be reversed or countered, but you can also mix it up with a Quick Grab or a strike attack to throw off the opponent's timing.

PLAYING AS ULTIMATE WARRIOR

As a Brawler class, Ultimate Warrior is not very effective. He has a good number of chain combos, but unfortunately, some of them can be countered mid-chain, others cannot continue if the opponent blocks, and almost all of them can be blocked after the first or second attack. To make matters worse, his grabs are average at best, and his Charge Attack has limited range, which gives him very little else to fall back on.

Any skilled opponent will block almost all of Ultimate Warrior's chains. For any combo that has a Strong Strike before the end of the combo, if the Strong Strike is blocked, Ultimate Warrior cannot continue the combo. In addition, all of Ultimate Warrior's Toward + Quick Attack chains can be countered during the second attack, which makes them completely useless against a skilled opponent. Therefore, the only chain combos Ultimate Warrior can rely on are his Away + Quick Strike combos that do not have a Strong Strike in them. Theoretically, you can use his normal Quick Strike combos as well, but the grabs at the end of these combos don't give you much to work with.

Focus on Ultimate Warrior's recommended chain combo and its variations that don't include a Strong Strike somewhere in the middle. Early in the match, use Quick Grab as the last attack more often than not. After you've damaged the opponent a bit, start to use Strong Grab as the last attack. After the opponent has dropped a health bar or two, the Strong Grab gives Ultimate Warrior a ground stun, which allows you to follow with a grounded attack.

Ultimate Warrior's Charge Strike is also relatively limited. It knocks an opponent down, which allows you to follow with a grounded attack in almost every situation. However, the timing to connect the grounded attack can be tricky. In addition, the Charge Strike has very limited range. Most skilled opponents will see the Charge Strike coming and simply back up to avoid the attack. This includes using the Charge Strike at the end of some of Ultimate Warrior's chain combos. It's simply not effective against good competition.

PLAYING AGAINST ULTIMATE WARRIOR

All you have to do to make the match against Ultimate Warrior relatively easy is to learn the reversal and counter timing of the grabs at the end of any Quick Strike or Away + Quick Strike combo chain that does not have a Strong Strike in the middle of it. Only a handful of chain combos fit that description, which means it won't be overly difficult to get the reversal and counter timing down.

Once you have done this, Ultimate Warrior is left with very little in his arsenal. Just make sure you recognize and block all of his Quick Strike and Away + Quick Strike chains, and counter the second attack of his Toward + Quick Strike chains. If he tries to end a chain combo with a Charge Strike, simply back up or interrupt the attack with a chain combo of your own. At worst, you may get hit by a half-charged attack, which equates merely to a basic Strong Strike that inflicts minimal damage.